TOP 20

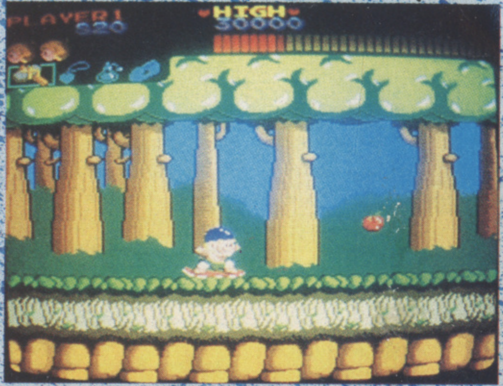
The Computer + Video Games/ Euromax Top 20

Position		Title	
1.	(1)	**Wonder Boy**	(SEGA)
2.	(8)	**Double Dragon**	(TECHNOS)
3.	(4)	**Bubble Bobble**	(TAITO)
4.	(5)	**Tiger Heli**	(TAITO)
5.	(3)	**Arkanoid**	(TAITO)
6.	(2)	**1942**	(CAPCOM)
7.	(6)	**Ghost & Goblins**	(CAPCOM)
8.	(7)	**Choplifter**	(SEGA)
9.	(9)	**Sky Kid**	(NAMCO)
10.	(15)	**Rastan Saga**	(TAITO)
11.	(12)	**Gryzor**	(KONAMI)
12.	(—)	**Legendary Wings**	(CAPCOM)
13.	(—)	**Arrian Mission**	(SNK)
14.	(—)	**Gun Smoke**	(CAPCOM)
15.	(—)	**XX Mission**	(UPL)
16.	(17)	**Section Z**	(CAPCOM)
17.	(—)	**Renegade**	(TAITO)
18.	(—)	**Jackal**	(KONAMI)
19.	(13)	**Exeriser**	(JALECO)
20.	(—)	**Exciting Hour**	(TECHNOS)

This special C + VG Top 20 arcade games was compiled by Euromax from a nationwide survey.

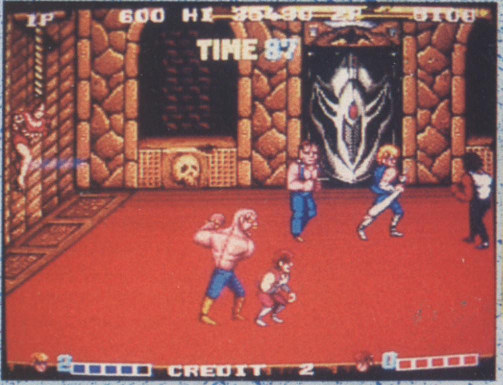
These games are the current fave raves on the arcade scene. But what is your all time coin-op sensation? We like to know. Why not write and tell us?

Send your nomination to Arcade Action, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. And in not more than 25 words tell us why.



- *Wonder Boy — number one*

- *Double Dragon — challenger*



C + VG ALL-TIME COIN-OP GREAT

My nomination is ______________________________

Name ______________________________

Address ______________________________

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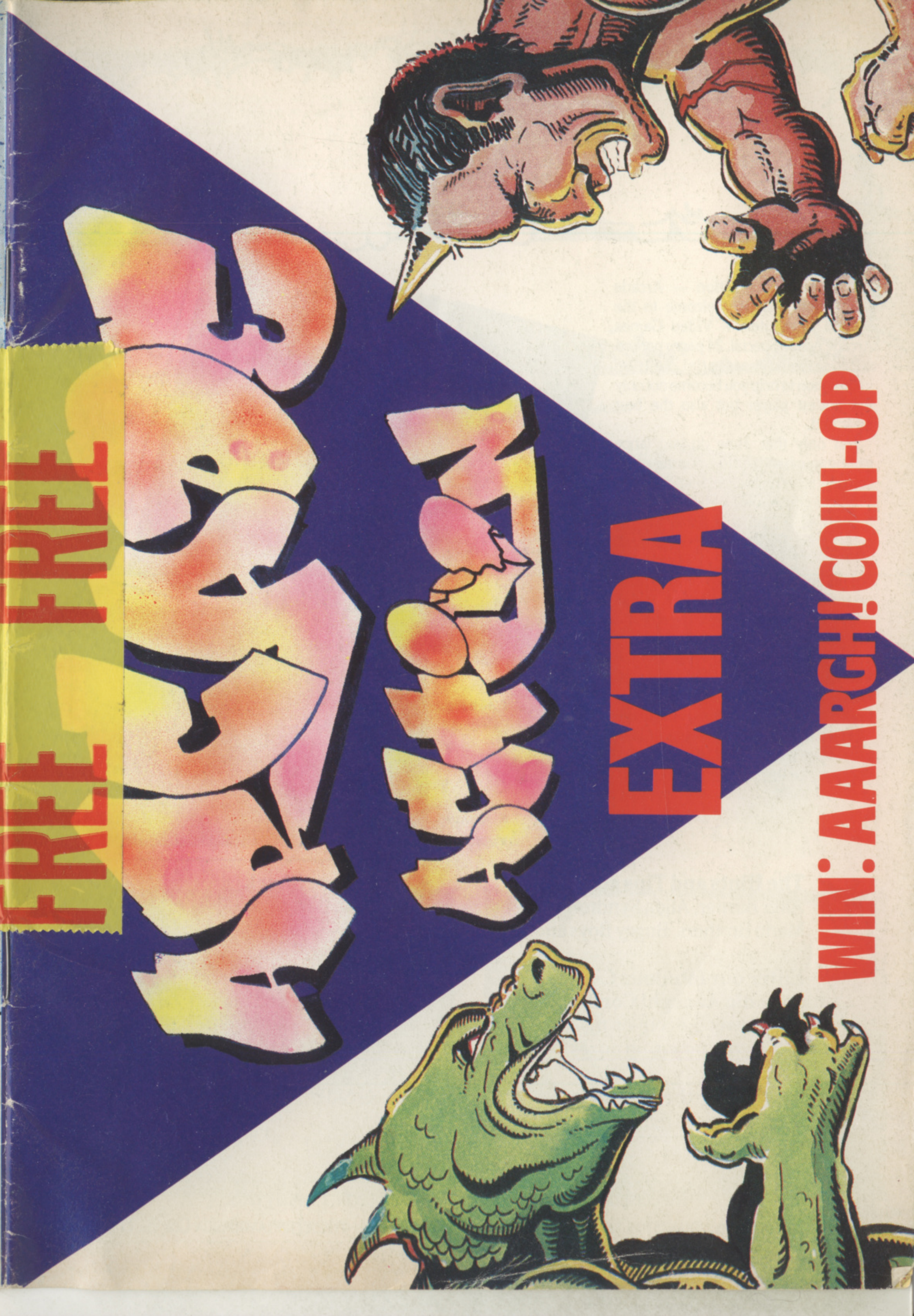

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Stand by for action — Arcade Action, that is. Welcome to the second Computer + Video Games Arcade Action Special, 24 pages packed with seriously essential coin-op information to help you become not only the hottest player but also the best informed.

Not only that. How do you fancy getting your hands on the monster mash coin op machine Aaargh! from Arcadia? Thought you would? Well one of these machines is the top prize in our competition. You'll go Aaargh! if you miss out.

This time we have also concentrated on hints and tips compiled by C+VG's Arcade Champion Martin Deems and friends. So get smart and play with Mart.

We also print for the first time C+VG's International Hall of Fame. See how you measure up with the top coin-op players. Perhaps your name is already included.

And we also take a look into the future of coin-ops and at to its history.

All this for free. Amazing but true.

- *Martin Deems.*

- *Aaargh! competition.*

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After Burner, Alien Syndrome, Super Mario Brothers, Buggy Boys and lots more.

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What are the current fave raves in the arcades.

The Computer + Video Games Arcade Action Special, February 1988.
EDITOR: Paul Boughton THANKS TO: Clare Edgeley, Martin Deems, Carl Jones TYPESETTING AND DESIGN: Graphic Impressions

HINTS AND TIPS

AFTER BURNER

Go for the burn with the roughest, toughest, ride in town. Sega's *After Burner* could be the toughest ever coin-op to convert to the home computer. So you could be playing this masterpiece of sound and vision in the arcades for sometime to come.

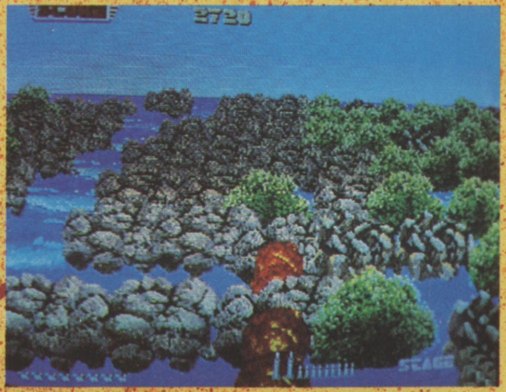
In case you've missed it — where have you been? — here's what it's about. *After Burner*, like Space Harrier, puts into an action-packed hydraulic simulator which gives the feel what it is like to be the pilot of an immensely powerful jet. It's all pitch, yaw and G-forces.

The play of the game remains basically the same throughout the 23 stages. The enemy always fires at your present position. So if you keep moving around you shouldn't get killed. The trouble is that the enemy often fire a "pattern" of shots. Get caught by one of these and you're usually a goner. So watch out.

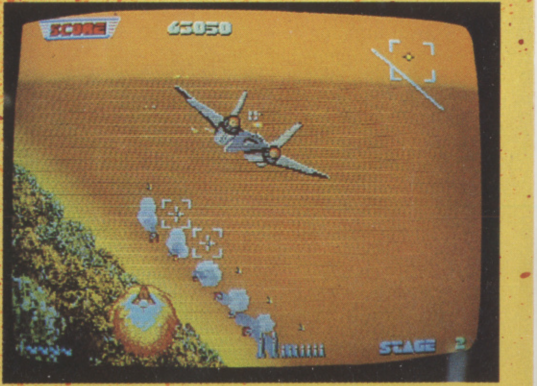
When you come to the two mazes slow right down and blast at anything on the ground. You can usually end up with an extra million pounds for doing this.

- *Ultimate simulator.*

SEGA AFTER BURNER
SEGA
VF-1



- *Ground Attack.*



- *Air Attack.*

HINTS AND TIPS

ALIEN SYNDROME

In *Alien Syndrome* you have to rescue all of your comrades and find the exit from the alien ship within a given time limit. Ultimately you must destroy the captain of the alien ship. There are six ships to clear plus the mother ship.

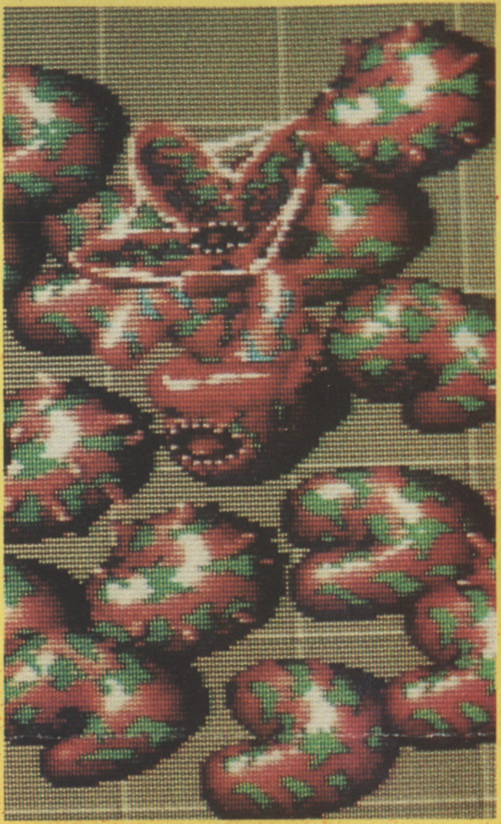
Here is a solution the first three levels.

As soon as you appear on screen touch your crewmate and go out of the chamber. Go down and get the firebombs then free your crewmates. On this level either get the firebombs or the laser as these are the most effective againt the monster at the finish of the level.

As soon as the "Go to the exit" sign appears make your way to the top of the complex. The exit is always located there.

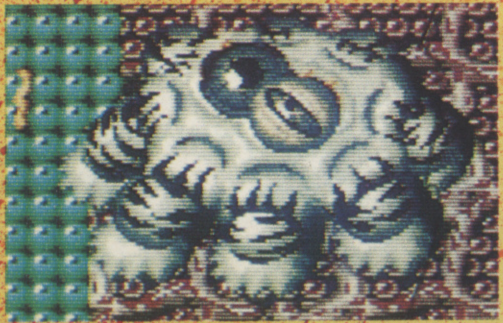
The second you appear you will see the monster or "hugger". Directly the creature's stomach opens start firing. Fire as many times as you possibly can. Dodge the creatures which fly from its stomach. When the creature starts to flash you have nearly triumphed. But stand clear as the creature will eventually explode. Avoid the green hat which flies off the screen. Keep firing at the creatures head when it opens its mouth and jaw and teeth begin to grow. When they finally emerge, move to the bottom of the screen and continue firing until it explodes.

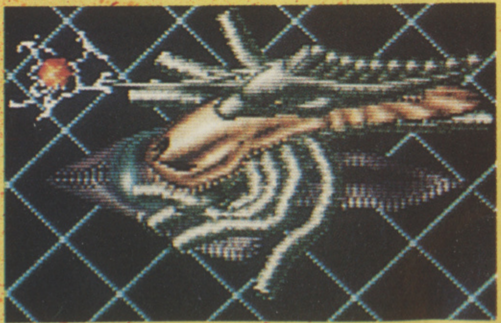
On the second level get the firebombs before rescuing the crewman. The hives from which the creatures emerge can be destroyed by continual fire. Always check the side rooms. You'll find weapons and crewman to free.



When the exit sign again appears go to the weapons locker and get the flamethrower or rapid fire laser. Go to the exit and confront the monster. Try and kill off as many of its parts as possible. If and when "spawns" are fired at you, spin in an arc while continuing firing and you'll destroy all that land around you. Keep doing this but also continue blasting the main monster. Eventually the spawns will be deleted and the monster will die.

On level three keep to the edges and you'll find the crewmates before moving to the bridge.

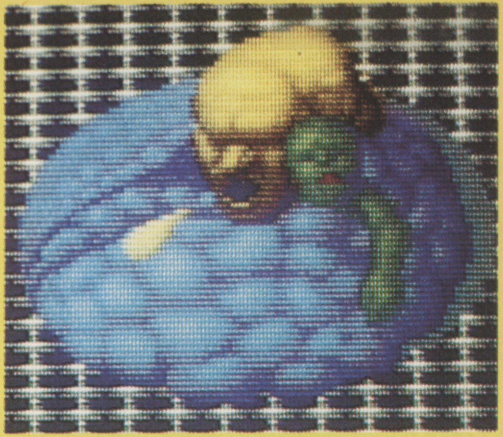


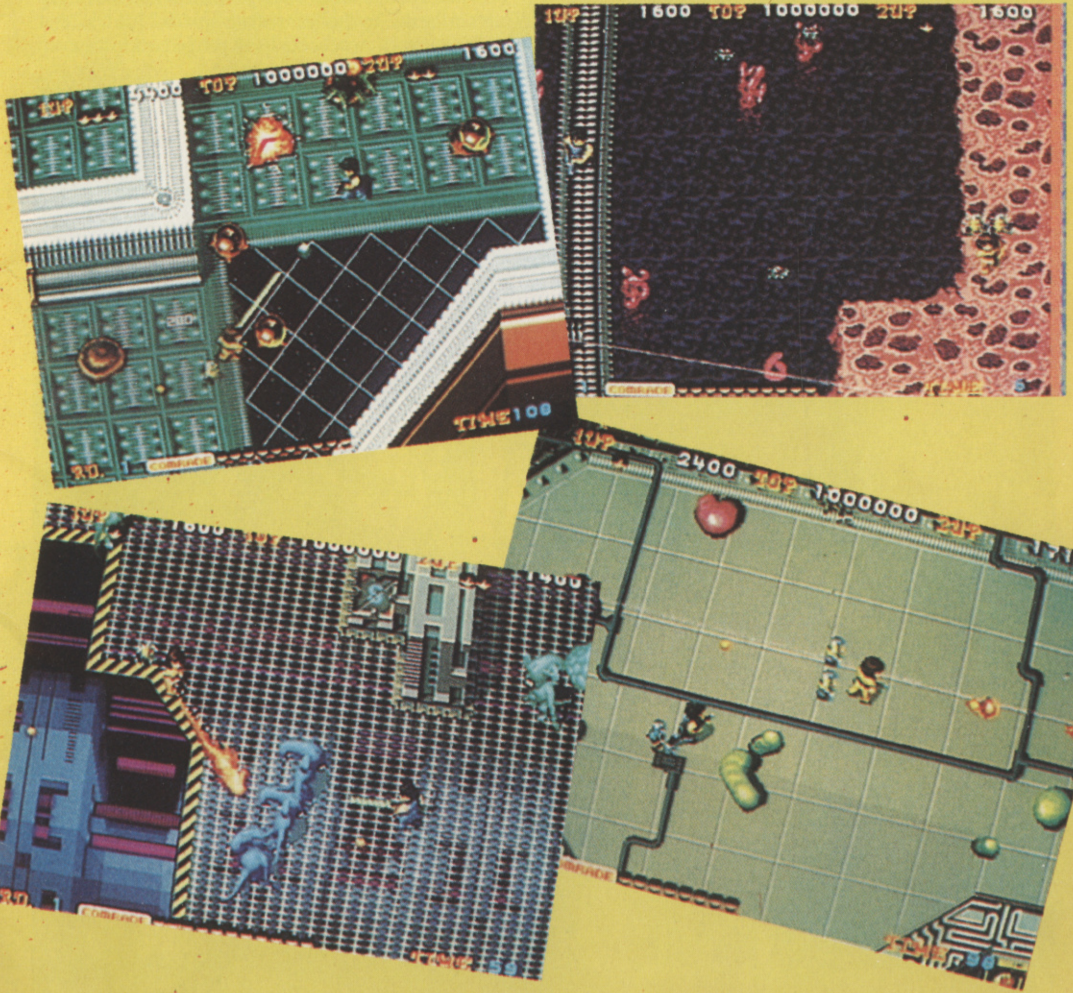


When the time comes to move to the exit you will find a monster which looks like a huge eyeball. Shoot through the blue wall with firebombs or laser. But keep a safe distance to help avoid the creature it hurls at you. Keep firing and it will eventually explode.

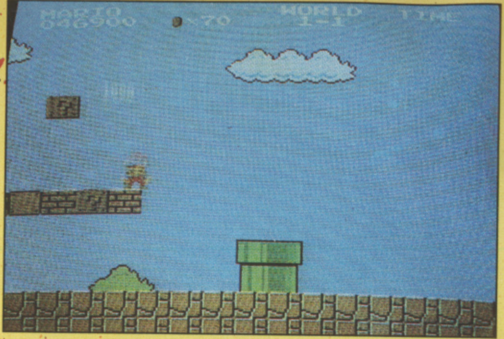
Now for a tip if you are planning to play with a friend. Always wait until you have found a powerful weapon such as a firebomb because when your pal starts playing he will also have the weapon.

You should complete the ship and kill the alien captain in the fastest time you can. If you kill it before the timer gets down to 100 seconds then you will get 60,000 bonus points plus the points for rescuing your comrades. The next tip is harder because you have to kill the captain exactly when the timer gets to zero. If you do this you will get the 60,000 bonus points plus all the extra points you have collected while you were completing the round. But beware if you get the timing wrong with the countdown and it gets to zero then you will lose a life and have to do the round again.





HINTS AND TIPS



SUPER MARIO BROTHERS

Super Mario Brothers is packed with hidden screens and bonuses. Here are some of the main ones. Other can be discovered by standing on top of tubes and pulling the joystick down. This is a matter of trial and error.

Have you found the extra bonus man at the beginning of world 3.2. All you have to do is jump on the first turtle before it falls off the edge to stop it moving.

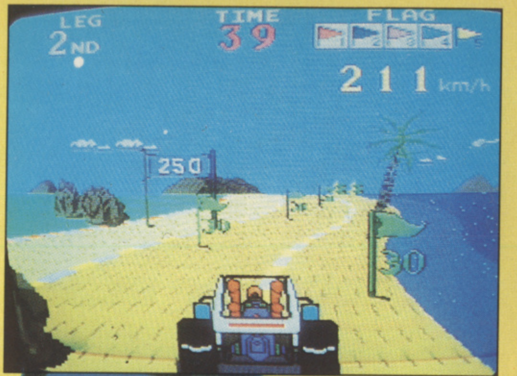
Push the shell to the right and follow it at full speed so it does not leave the screen. This will, hopefully, knock all the other turtles out of its and your path. When the last turtle is "bumped off" you should get an extra man instead of extra points.

There are also beanstalks which you can climb to find a mass of coins in the sky. Try the beanstalks in worlds 2.1, 3.1, 5.2 and 6.2. After you reach these bonus levels you fall back to the main game only a little further into the game.

There are also warps to higher worlds. Try the tubes in worlds 1.2, and 4.2.

The game finishes when you rescue the princess from the castle in world 8.4.

BUGGY BOY



Get as many Time gates as possible. These will give you 500 points each when you finish a stage and an extra 2 seconds for the next stage.

Also go through the last five gates on a stage and the end 500 gate will turn into a Time gate. You should be able to 4 Time gates per stage, a total of 20 Time gates for the whole game.

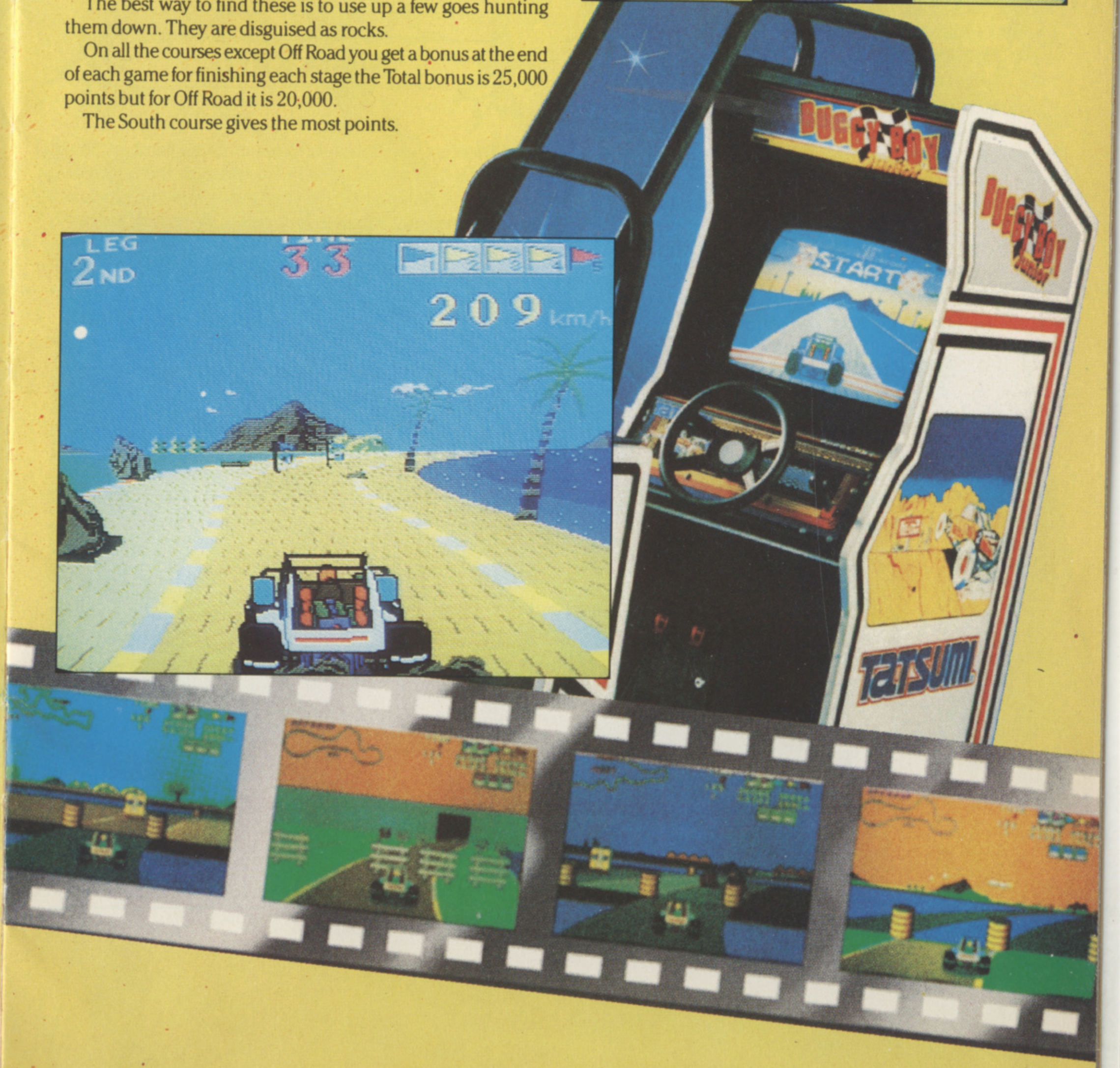
The small flags if collected in the same colour sequence as is shown at the top of the screen gives a 1,000 point bonus.

As you know there are several footballs on the course in certain places but there are also two hidden footballs per stage.

The best way to find these is to use up a few goes hunting them down. They are disguised as rocks.

On all the courses except Off Road you get a bonus at the end of each game for finishing each stage the Total bonus is 25,000 points but for Off Road it is 20,000.

The South course gives the most points.



HINTS AND TIPS

OUTRUN

Is this the fastest route to finish the course? Try it and see.

First you have to complete the compulsory stage which has gentle curves and just one chicane. At the end of this turn to the right and into the devil's canyon which has sheer rock faces either side. Then turn left into the snowy alps.

At the next choice of turnings take the right route through to the wheatfields. The final turn you should take is right onto the autobahn where you should finish the game.

You will then see the beautiful blonde with the trophy. She will walk right past you and give it to your female companion.

ROLLING THUNDER

One of the really annoying things about playing *Rolling Thunder* is running out of bullets. But you can obtain more. Here's how.

First, go to the ammo doors as usual. Then come out again and scroll the door off the screen. Once the door has gone, the machine "forgets" it. You can now go back through the doorway and get more bullets. The only drawback is that it wastes a little time.

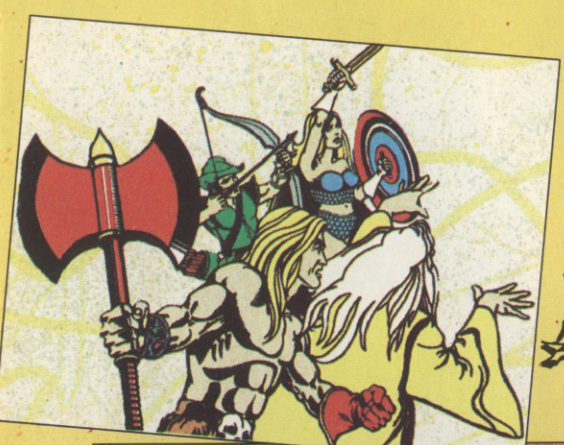
NINJA KID II

There is a way to amass a huge number of points on *Ninja Kid II*. The secret is to kill each enemy as many times as possible. For example, once you've shot someone, he falls down and stays there until the corpse moves off the screen. You must fall with him and continue to blast him as many times as possible. Each time you hit him you will get an extra 1,000 points. My highest score first screen is 180,000 points. Can anyone beat that?

TIME 61
SCORE
START
STAGE
TIME 51
SCORE
LAP
STAGE
TIME 13
STAGE
TIME 9
SCORE
LAP
GOAL

GAUNTLET & GAUNTLET II

Have you ever wondered why you sometimes get 8,000 points for killing Death with a potion? The reason lies in how many times you shoot him. Each hit for Death changes to score. This is the sequence it goes in — 1,000, 2,000, 4,000, 1,000, 6,000, 1,000, 8,000. So to get the top score of 8,000 you have to shoot Death eight times.



RETURN OF THE JEDI

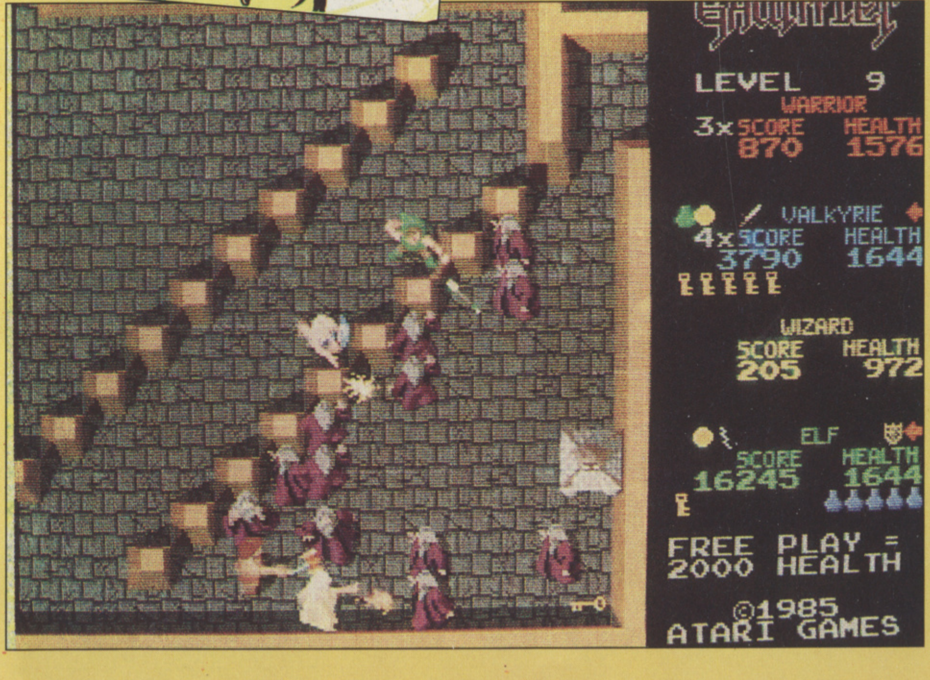
On the bike section stay on the middle course, avoiding the temptation to move sideways. You will not hit anything and find you will pass through the logs — and get 5,000 points each time.

It's also useful to bump the bikes into things rather than just blasting them. In this way you collect 1,000 points instead of just 500.

The next tip is for those who have reached the end of level eight. After you have destroyed the reactor you have to turn and get out of the Death Star. On the way out you must kill yourself. The machine will become "confused" as to where to start the game again. It will decide to put you back to the start of level eight. You can then complete the level again for more points. If you are really good you can repeat the process again and again until you have used up all your lives. When that happens you should finish the level and get 100,000 points for completing your Jedi Knight training.

MARBLE MADNESS

You can get a extra 25 seconds by playing doubles with a friend and winning each race. The first to finish will get an extra 25 seconds.



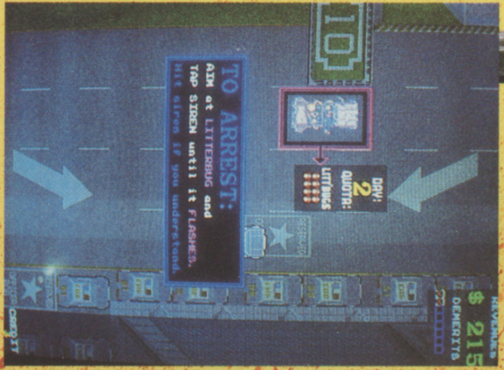
HINTS AND TIPS

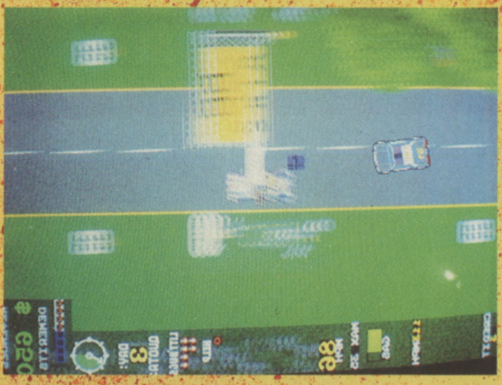
APB
ALL POINTS BULLETIN
APB

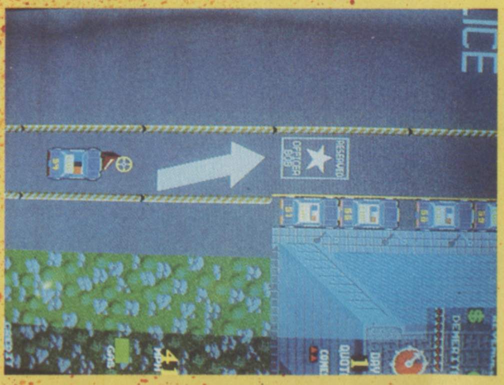
APB

When you find the train get infront of it and let it push you across the screen.

It will shove you through a lot of rubbish, after a while you get millions of points. It is a similar sort of bug which was on *Paper Boy.*


TO ARREST:
AIM at LITTERBUG and TAP SIREN until it FLASHES.
Hit siren if you understand.
DAY: 2
QUOTA: LITTERBUGS
$ 215
DEMERITS


DEMERITS
DAY: 3

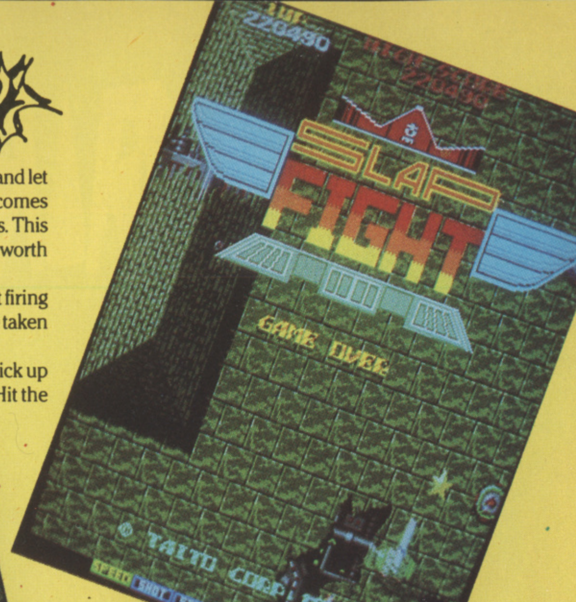

OFFICER BOB
DAY 1

SLAPFIGHT

First. If at the beginning of the game you do not fire and let yourself the killed, you will find your second ship comes already equipped with all the wings and homing missiles. This is a useful way to start the game but it does cost a life. Is it worth it? You must decide.

Second. If you manage to get to the blue pond without firing you will receive a 150,000 bonus — plus your ship will be taken to a later stage in the game.

Third. During the game you are given the chance to pick up an extra man by shooting a hidden box, not only that. Hit the box twice and you get an extra 3,000 points.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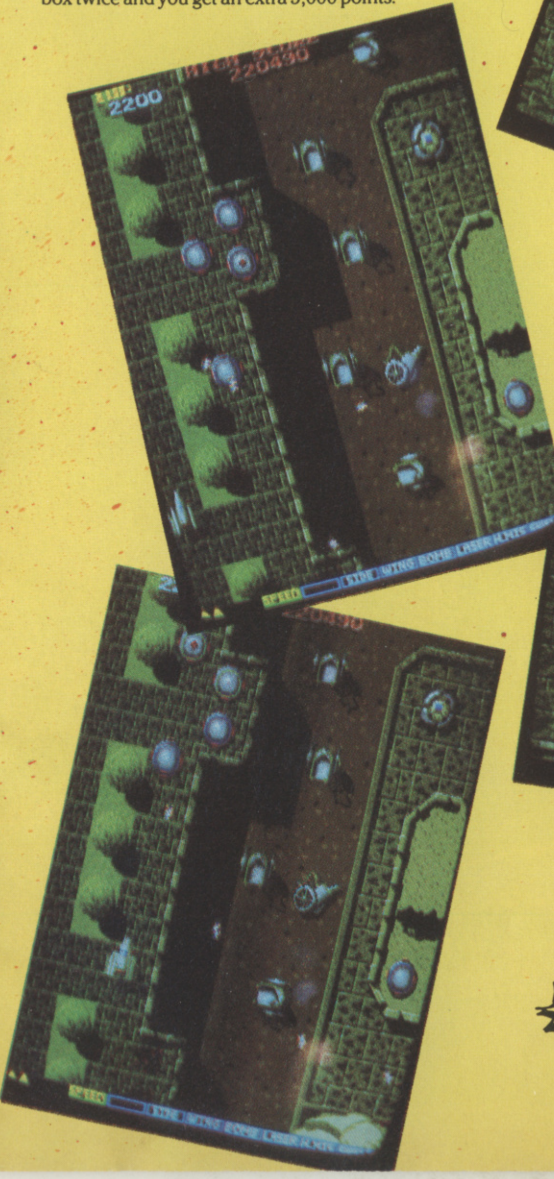
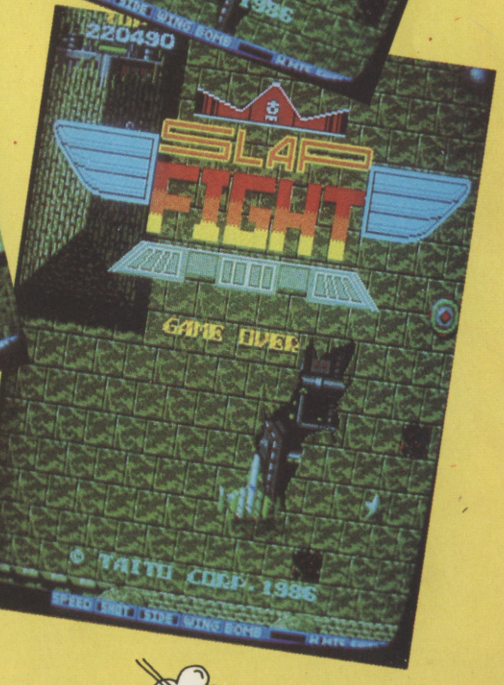
SLAP FIGHT
GAME OVER
© TAITO CORP. 1986
SPEED SHOT SIDE WING BOMB


2200
HIGH SCORE 220490
SPEED SIDE WING BOMB LASER H.MIS


220490
SLAP FIGHT
GAME OVER
© TAITO CORP. 1986
SPEED SHOT SIDE WING BOMB H.MIS

HANG ON

This tip only applies if you are playing the machine with the sit-on motor cycle. You'll find taking corners a lot easier if you put your feet on the foot pegs.

The reason is that there are pressure sensors there which when activated make sure you will get a better grip on the roa

AAARGH!™

AAARGH!™

Aaargh! Get ready to do the mighty monster mash and punch, smash, trample, crunch and crush your way through to get your hands on Arcadia's amazing AAARGH! coin-op.

Yes, that is the awesomely attractive prize up for grabs in this C+VG Arcade Action Special.

In AAARGH! — soon to be knocking you for six on the home micro when Melbourne House releases the conversion — you control mighty monsters, one a horned god-like creature, the other like Godzilla, and bulldoze through 11 cities on a lost island on a quest to find the golden dragon's egg.

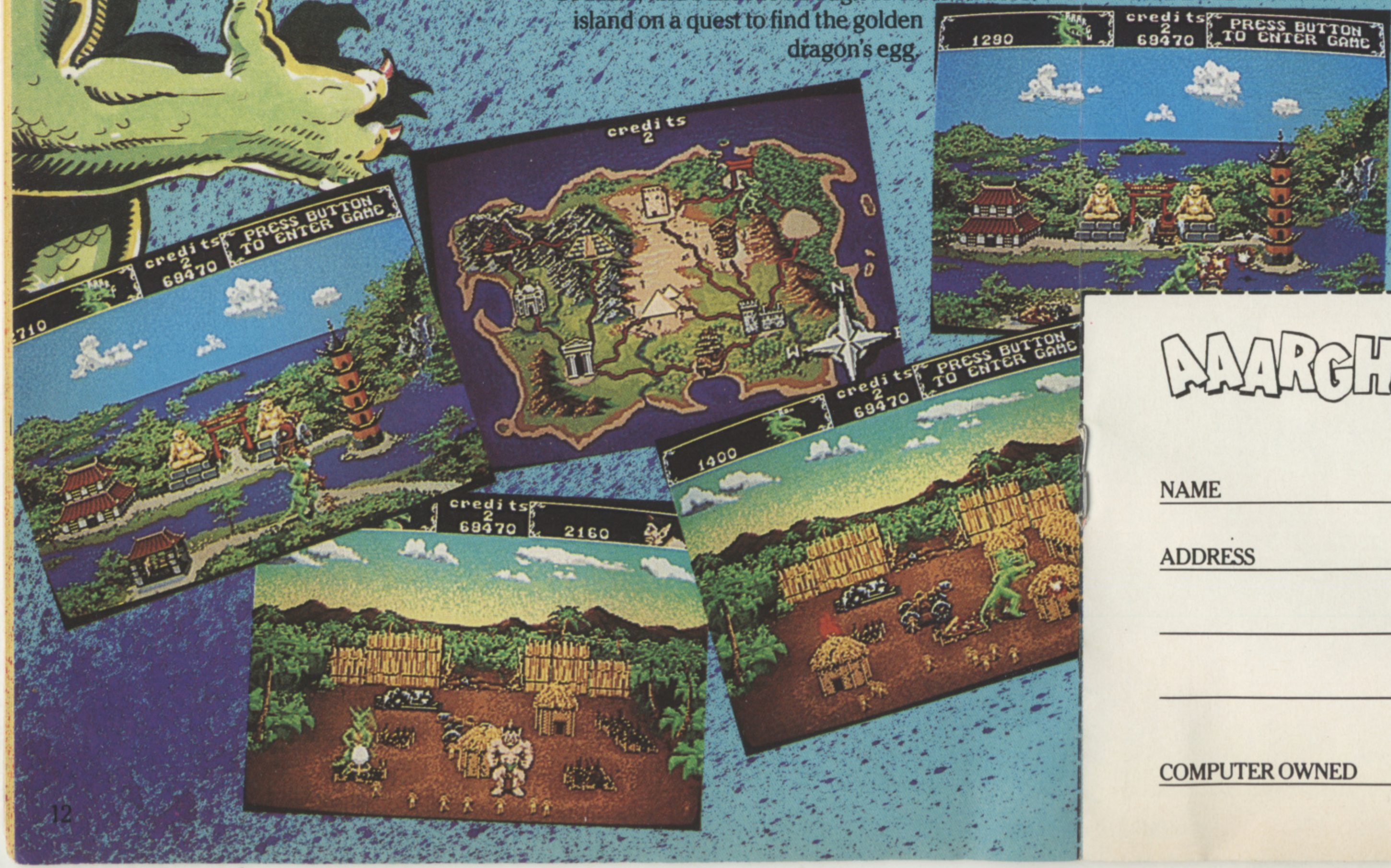
You must take on natives, flying fiends and eventually reach the fiery volcano to get the egg.

The graphics are stunning. You'll love it.

And there's more. The five runners-up in the competition will get a copy of the computer game and the next 100 people an Arcadia Arcade poster pack containing posters — Aaargh!, Metropolis, Roadwars and Xenon.

This is what you have to do.

We want you to draw, crayon or paint a picture of the two monsters in AAARGH! in battle. The only limits to this creation will be your imagination. So let your mind's run riot.



Send your artwork, together with the printed coupon to Aaargh! Competition, Computer+Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is February 16th and the editor's decision is final.

AAARGH! COMPETITION

NAME ______________________ AGE ________

ADDRESS ______________________________

____

____

COMPUTER OWNED ______________________________

THANKS FOR THE MEMORIES

Earlier this year a unique collection of old arcade machines was sold off. Great games and great names going under the hammer. Tony Takoushi, C+VG's Hot Gossiper and arcade addict, visited this palace of delights before it was lost forever. Here's his tear-stained report.

Earlier this year the largest and longest established supplier of arcade machines was due to have a huge clearance sale of old arcade machines and oddments like boards, controllers and the like.

The company concerned is Ruffler and Deith, I know the company from my own dealings (remember my six arcade machines at home?!!) and I felt I had to see this piece of history before it disappeared forever.

I arranged to go up to their warehouse in Hartlepool and get the atmosphere and look of the place in early May, just before the sale.

I feel greatly privileged to have seen all those machines and boards before they disappeared forever.

What you are about to read and see in my pictures is a piece of history, every arcade game I could remember (and more) were there, assembled in one place for the very last time...

The four hour journey to Hartlepool is tiring to say the least. The town is a curious mixture of the old and the new with a swish shopping precinct flanked by buildings that would fit comfortably into a Charles Dickens Novel.

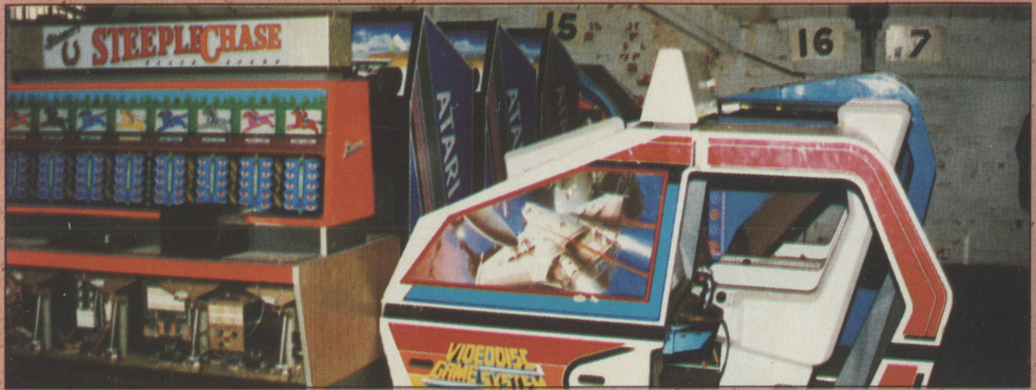
The Warehouse is actually a three-storey granite building and is situated in comfortable sight of the coastline.

My main haunt was the basement where the old arcade machines were buried after they died. Here many of them had been stripped to the bar frame and anything useful had been removed for stores. Others were lucky and they were simply laid to rest intact.

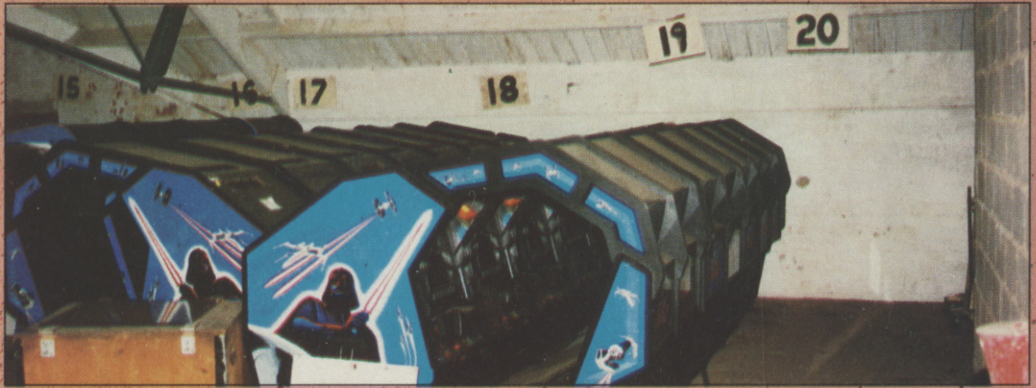
Most of the equipment was covered in dust, and a lot of it was not even marked. Still I delved through it eager to find the classics that had given to so much joy in previous years. I was not to be disappointed.

● *Ruffler and Deith.*

DEITH LEISURE PLC



● *Aladdin's Cave.*



● *Memories . . .*

Invader, Pac-man, Galaxian, Defender, Stargate, Crystal Castles, Mach 3, I Robot the list goes on and — they were all there.

The boards were simply piled into boxes and many boxes were three or four feet in height. It was a strange feeling pulling out the boards covered in dust, and my hands were frozen! There were boxes full of ROM chips and processors just lying around. Just imagine the number of hours that had gone into designing and building those games.

Monitors from the machines had been neatly stacked in a corner of the basement, again they were covered in dust peppered with bits of boards and controllers.

The basement was strangely arranged with little alcoves littered around out of reach of the two main lights. I tried to look in them but it proved too dark (and quiet!) to see what secrets they held.

I also found a pile of stickers and facia boards (around three feet high!) which I hunted through to find some real gems. There were panels from classics like Frogger, Amidar, Galaga, Stargate, Donkey Kong, Centipede, Pengo and Zaxxon. I bought many of these back with me to be framed and put up on my wall at home — this is history...

There were also boards from pinball machines lying around, and many glass covered art logos from the machines. Some of these were stunning, they must have taken many, many hours to create the originals.

I went upstairs to investigate the other floors.

It was an Aladdin's Cave! Everywhere I looked there were banks, some 12 deep, of arcade machines lined up.

Some very old, some very new. 12 Konamie WEC Le Mans had arrived that day and were waiting for shipment out, other machines were simply waiting for repair.

The very top floor was dedicated wholly to fruit machines, it was a weird sight all these machines in lines thirty deep, covered in dust and strapped together.

Despite my wandering on the upper floors I ended up back in the basement. I had found new entrance to it and also found a new corner to investigate. There were half a dozen cabinets bunched together and many of the draws were bulging with papers just begging to examined...

WOW! Here were ALL the technical manuals for the machines, EVERYTHING, manuals, memos from the manufacturers, schematics, the works!!

They were all referenced by manufacturer and then by game title in alphabetical sequence.

There were even confidential memos from the manufacturers as to the potential faults in the machines.

I have to say thankyou to all the staff at Ruffler and Deith who were a tremendous help to me that day.

I hope you have enjoyed sharing this little bit of history with me.

● Treasure Trove.

● Boxes of Delight

WHEEL 'EM IN
CLEAR THE LINES

● Old games

SEGA
Out Run

● Working with history.

INDY 800
CHANGE
5P
PIECES

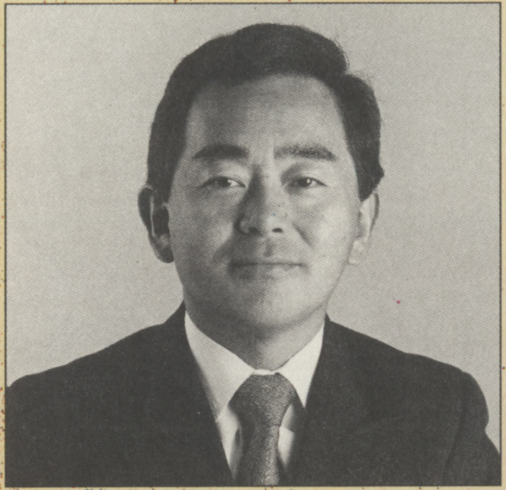
● Gone but not forgotten

WEC LE MANS
WEC LE MANS 24

● . . . new thrills.

FUTURE SHOCK

Generally speaking, the quality of arcade games is exceptionally high. The graphics, sound and game play are continually improving. But what about the future. What innovations can we expect to see within the next five years? C+VG's Deputy Editor Paul Boughton asked Capcom USA president Yoshihito "George" Nakayama what the future holds.



● *Yoshihito Nakayama.*

Have you checked out Capcom's *Street Fighter?* That's the one with the punch pads which you wallop to get some screen action. It's a neat idea.

And what about *After Burner* from Sega complete with a moving sit-in cabinet and great sounds?

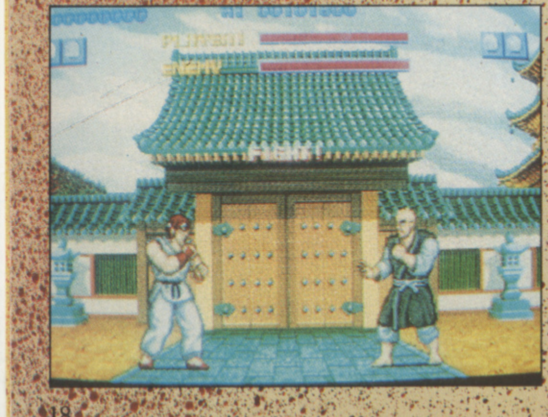
All these gimmicks are very impressive today. But what about in five years time? What aides to game play can we expect to see.

Yoshihito Nakayama — known as George — is president of Capcom USA and is in the right position to know what might come to pass.

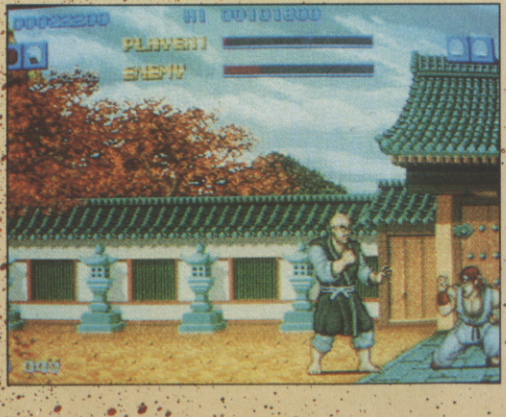
Capcom in Japan has 14 teams, each with between 15 and 20 people, working on new games. He says: "Each games takes between six months and a year to finish. After that they move onto another project".

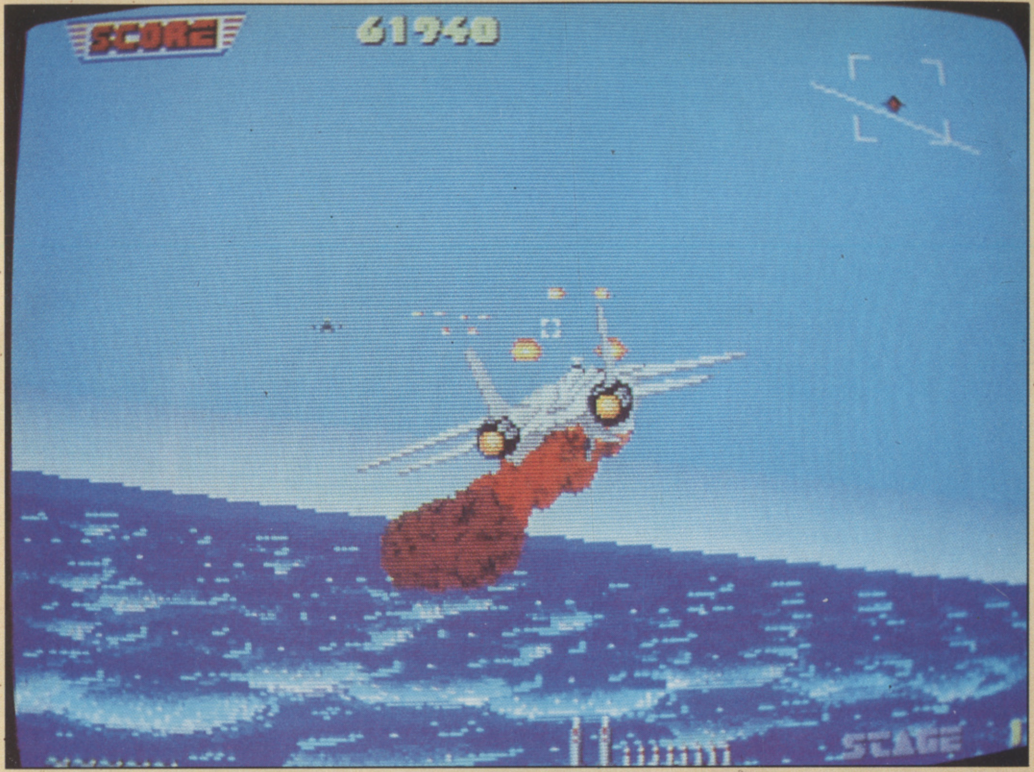
So you can see the game designers are working way in advance. Mr Nakayama won't give away precise details, of course, because of the intense competition among coin-op makers, but he did come up with these possible "refinements" for the machines of the future.

● *Street Fighter*

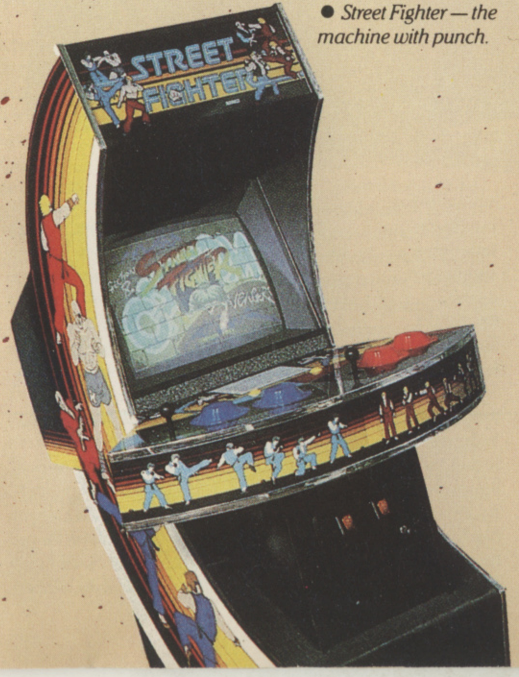


● *...with punch pads.*





● *After Burner — lose your senses.*



● *Street Fighter — the machine with punch.*

● 3-D. The technology to produce 3D games already exists but the problem is the glasses but this could be overcome with a special screen in front of the monitor. Meanwhile, Capcom is already at work on 3D games for the Nintendo games console.

● Smell. Imagine a machine giving off a pong as the action hots up. We already have scratch and sniff cards so why not biff, sniff and whiff games?

● Voice control. This would be where you shout or say something and the machine will repsond. This facility is already being developed for the home micro where your voice will control the action. There is something being developed called the Lipstick. This would plug in to the joystick port and pick up vocal commands. Nice idea, eh?

● Machine violence. This would be where the arcade machine dishes out a bashing to the player. For instance if you make a mistake you could get a mild electric shock. This facility could get a lot of opposition. Imagine if something went wrong and a mega amount of volts were zapped through your body.

● Brain sensors. This would be where you control the game with commands picked up from your brain. "The technology is created", says Mr Nakayama, "but I don't know whether we can use it for entertainment".

● Touch monitors. This would be where you touch the screen to move objects and carry out commands.

All good stuff. Just imagine the arcades of the future? Everybody yelling at their machines, punching the screens, the floor littered with corpses zapped when their brain sensors overloaded, and the air filled with the scent of sweat, blood, cordite and burning rubber.

HALL OF FAME

Are you an arcade hot shot just waiting to be discovered? Are your high scores the talk of the town? Are you good enough to deserve a place in in the Computer + Video Games International Hall of Fame?

Yes, for the first time we print the top high scores from across the world. How do you measure up?

If you have done better why not let us know and join the fame game.

Send in your high scores NOW. We're interested in scores of new games of course, but don't forget the oldies but goldies.

Send your scores to International Hall of Fame, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

005	1,000,290	Jim Iaquinta, Kenosha, Wisconsin
720	526,250	Ron Perelman, Anaheim, California
1942	12,172,270	N Watson, Bridlington
Slap Fight/Alcon	6,680,550	Phil, Farnworth, Bolton
Alien Attack	4,930	Tim McVey, Ottumwa, Iowa
Alien Syndrome	775,500	EGG, Portsmouth, Hampshire
Aeroboto	3,272,900	Charles Dahling, Anchorage, Arkansas
Alpine Ski	500,000	Eric Olofson, Antioch, California
Amidar	19,225,030	Todd Lamb, Kenosha, Wisconsin
Ant Eater	219,320	Freddie Morrish, Trail, British Columbia, Canada
Arabian	219,750	Chuck Futrell, Alta Loma, California
Arkanoid	1,295,420	Joseph Feldt, Los Angeles
Armor Attack	2,009,000	Tom Larkin, Dayton, Ohio
Armored Car	101,010	Roger Isetts, Kenosha, Wisconsin
Arm Wrestling	822,150	Mark Haber, New York
Asteroids	30,100,100	Dennis Hernandez, Geneva, New York
Asteroids Deluxe	2,117,570	Kevin Gentry, Lake Charles, Los Angeles
Astro Blaster	299,100	Gus Pappas, Napa, California
Astro Fighter	18,280	Robby Jensen, Kenosha, Wisconsin
Astro Invader	39,880	Brian Miller, Kenosha, Wisconsin
Aztarac	142,390	Dennis Bartlett, Ottumwa, IA
Baby Pac-Man	8,123,380	Larry Shepard, Ottumwa, IA
Badlands	146,080	Gary Hatt, Los Angeles
Bagman	6,840,850	Gerry McCloskey, Penticton, British Columbia
Bank Panic	9,999,999	Gary Hatt, El Monte, California
Battlezone	10,000,000	David Palmer, Citrus Heights, California
Berzerk (Fast)	104,680	Ron Bailey, Wrightsville Beach, NC
Berzerk (Slow)	178,500	Ron Bailey, Shelby, NC
Black Widow	930,100	Jim Vollandt, Upland, California
Blue Print	126,900	Yashiro Oda, Ann Arbor, Missouri
Bosconian	2,913,510	Ken McLeod, Novia Scotia, Canada
Boxing Bugs	2,026,220	Richard Lewis, Kenosha, Wisconsin
Breat Out	1,029	Robby Jensen, Kenosha, Wisconsin
Bubbles	1,365,970	Joe Malasarte, Anchorage, Arkansas
Bubble Bobble	4,793,200	Keith Bradley, Blackburn, Lancs.
Buck Rodgers	1,016,495	Kelly Keenan, Santa Maria, California
Bump & Jump	2,413,182	Bob Hastings, Lansing, Illinois
Burgertime	4,978,550	Bill Mitchell, Ft. Lauderdale, Florida
Carnival	221,780	David Schooling, Warrensburg, MO
Catch-22/Combat	4,532,950	Douglas DePilro, Anderson, IN
Centipede	16,389,547	Jim Schneider, Spring Valley, California
Cerberus	101,500	Robert Haukap, Seattle, Washington
Challenger	349,700	Joe Startz, Kenosha, Wisconsin
Change Lanes	3,208,112	Stephen Beall, Santa Maria, California
Champion Baseball	1,130,560	Gus Pappas, Upland California
Cheyenne	319,209,350	Donn Nauert, Austin, Texas
Choplifter	2,238,400	Michael Kane, Scotland
Cloak & Dagger	1,294,881	Charles Dahling, Anchorage, Alaksa
Cliff Hanger	1,180,000	Steve Harris, Kansas City, MO
Commando	2,552,100	Jeff Peters, Upland, California
Congo Bongo	883,400	Tim Collum, Nacogdoches, Texas
Contra/Gryzor	1,483,000	Greg Gibson, Anaheim, California
Cosmis Alien	105,310	Ben Smestad, Kenosha, Wisconsin
Cosmic Avenger	117,290	Wes Hupp, Monrovia, California
Crackshot	4,885,140	Pat Harmon, Auburn, Alabama
Crossbow	19,885,500	Donn Nauert, Austin, Texas
Crystal Castles	894,741	Mark Alpiger, Louisville, Kentucky
Danger Zone	4,525,800	Donn Nauert, Austin, Texas
Dark Planet	9,954,900	Scott Young, McHenry, Illinois
Dazzler	69,000	Richard Crawford, Antioch, California
Defender	76,377,300	Burt Jennings, Durham, North Carolina
Depth Charge	4,120	Phil Blanchard, Miami, Florida
Dig Dug	4,129,600	Ken Arthur, Blacksburg, Virginia
Digger	17,400	Mark Peterson, Kenosha, Wisconsin
Disc of Tron	418,200	David Bagenski, Syracuse, New York
Domino Man	757,063	Jeff Peters, Rancho Cucamonga, CA
Donkey Kong	874,300	Bill Mitchell, Ottumwa, IA
Donkey Kong Jr	1,147,700	Bill Langdon, Abbotsford British Columbia
Donkey Kong 3	2,132,100	Lloyd Bromola, Honolulu, Hawaii
Dragon's Lair	482,924	Jack Gale, Miami, Florida
Dragon's Lair (cont)	4,681,254	John Thorpe, Vancouver, British Columbia
Drag Race	4.3 sec.	Donovan Hellinger, Mowcow, ID
Eagle	108,640	Sam Blackburn, Wrightsville Beach, NC
Electric Yo-Yo	1,079,270	Jim Matson, Pensacola, Florida
Elevator Action	149,000	Peter Huesken, Holland
Eliminator	50,800,500	Mark Rasmussen, Fort Dodge, IA
Empire Strikes Back	1,345,049	David Palmer, Citrus Heights, California
Enduro Racer	40,973,617	Jack Gale, Nth. Miami Beach, Florida
Enigma II	23,240	Ben Smestad, Kenosha, Winsconsin
Excitebike	398,730	James Hillard, Upland, California
Exerion	653,400	Joe Janiac, Anchorage, Arkansas
Express Raider	950,220	Mathew Preble, Kent, UK
Eyes	23,222,320	Roogie Elliott, Lake Odessa, Michigan
Fantasy	269,220	Rob Howes, Trail, British Columbia
Fast Freddie	22,296,540	Bert Zelton, Kewaunnee, Winsconsin
Fax	89,300	Greg Muler, Anchorage, Arkansas
Fire Condor	8,920	Tim McVey, Ottumwa, IA
Firefox (9000)	707,790	David Palmer, Citrus Heights, California
Fire Trap	417,740	Gary Hatt, El Monte, California
Flicky	9,990,990	Neil & Steve, Farnworth, Bolton, UK
Food Fight	101,103,300	Ken Okamura, Santa Maria, California
Frenzy	4,804,540	Mark Smith, Shelby, NC
Frogger	442,230	Mark Robichek, Lakewood, California
Frontline	999,900	Jeff Peters, Upland, CA
Future Spy	396,350	Joey Wisniewski, Wausau, WI
Galaga	2,278,190	Jim Vollandt, Brea, CA
Galaga 3/Gaplus	1,320,500	Bill Bradham, Dublin, GA
Galaxian	389,770	Perry Rodgers, Fayetteville, AR
Ghosts & Goblins	7,554,700	Simon Lennok, N Ireland
Gimme a Break	599*	Carlos Gonzales, San Jose, CA
Gladiator	41,012,800	Stephen Gore, Austin, Texas
Gold Bug	173,740	Steve Peterson, Vancouver, WA
Goonies	504,820	RAC Carpana, New York
Gorf	2,220,000	Jason Smith, Midland, Texas
Grand Champion	137,410	Craig Sucharda, Kenosha, WI
Grand Prix	2:04	John Pratt, Adrian, MI
Gravitar	4,722,200	Raymond Mueller, Boulder, CO
Great Guns	1,794,500	Mike Burns Media, PA
Guardian	1,058,420	Will Czeswinski, Austin, Texas
Gunsmoke	1,876,250	Gavin Davies, Swansea, Wales, UK
Guzzler	465,090	Gary Hatt, Montclair, CA
Gyruss	41,090,450	Anthony Fodrizio, Strateford, CT
Hang-On (Upr)	33,923,450	Richard Powell, Hermosa Beach, California
Hang-On (Sim)	49,658,320	Martin Deems, Portsmouth, UK
Head-On	300,000	Chris Ayra, Miami, Florida
Hogans Alley	2,738.100	Jack Gale, Tampa, Florida
Hyper Olympics	2,100,000	Gary Spencer, Isle of Wight, UK
Ice Cold Beer	170,660	Greg Gunter, Morton, Illinois
Ikari Warriors	1,414,500	Walt Price, Cucamonga, California
Indiana Jones	1,180,060	U.S. Bristol, UK
Interstellar	248,000	Phil Britt, Riverside, California
I, Robot	1,383,959	Dave Ryan, N. Little Rock, Arizona
Jack the Giant Killer	9,401,050	Mike Klaege, Lenox, Illinois
Jail Break	265,450	Martin Deem, Portsmouth, UK
Journey	12,181,850	Chuck Cross, Steubenville, Ohio
Joust (New Chip)	115,910,850	Robert Bonney, Seattle
Joust (Old Chip)	201,452,600	Donnie Norris, Wilmington, NC
Jump Bug	850,350	Allen Rager, Millington, Texas
Jungle King/Hunt	1,510,220	Michael Torcello, E. Rochester, NY
Jungler	180,720	Joe Startz, Kenosha, WI
Jr Pac-Man	331,000	Kevin Fischer, N/A
Juno First	80,000,000	James Thomas, Leicester, UK
Karate Champ	239,900	George Weller, League City, Texas
Kick/Kick-Man	4,875,665	Tom Bundy, Cleveland, Ohio
Kicker	4,225,000	RAC Carpana, New York
King & Balloon	48,900	Kevin Olkowski, Havelock, NC
Kram	176,700	Brian Miller, Kenosha, WI
Krull	6,000,000	Steve Harris, Kansas City, MO
Kung-Fu Master	1,349,040	Mike Sullivan, Upland, California
Lady Bug	609,900	Brian Calton, Columbia, MO
Legendary Wings	612,500	Eric Bolduc, Cucamonga, CA
Leprechaun	365,750	Walter Funk, Lorens Township, NJ
Liberator	3,016,010	Sean Middleton, Anchorage, AK
Lock-N-Chase	62,060	Jeff Peiffer, Ottumwa, IA
Loco-Motion	134,880	Bud Wellington, S. Portland, ME
Lode Runner	162,340	David Leicht, Honolulu, Hawaii
Looping	1,469,970	David Teehee, Friendswood, Texas
Lost Tomb	45,577,020	Bill McAlister, Ottumwa, IA
Lunar Lander	3,470	Michael Mize, Havelock, NC
MACH 3 (Fighter)	473,400	Randy Albright, Anchorage, AK
MACH 3 (Bomber)	512,000	Robin Purvis, Anchorage, AK
Mad Crusher	844,988	Jack Gale, N. Miami Beach, Florida

Mad Planets	198,400	Mark Sellers, Grand Rapids, MI
Magical Spot	16,518	Brian Miller, Kenosha, WI
Major Havoc	1,940,078	Ettore Ciaffi, New York
Make Trax	2,123,840	Thomas Craver, Garden City, MI
Mappy	573,540	Mike Reynolds, Seattle, WA
Marble Madness	187,880	Stan Szczepanski, Fountain Valley, CA
Mario Bros	3,481,550	Perry Rodgers, San Louis Obispo, CA
Mars	107,450	Howard Ohlstein, Charlotte, NC
Mat Mania	5,000,150	RAC Carpana, New York
Mayhem 2002	10,200	David Leight, Honolulu, Hawaii
Mazer Blazer	1,196,800	Lyle Teleford, Anchorage, AK
Megattack	553,700	Tim Sobol, Kenosha, WI
Megazone	2,228,650	Yashiro Oda, Ann Arbor, MI
Millepede	6,995,962	Jim Schneider, Santee, CA
Mini Golf	60,500	Stan Szczepanski, Del Amo, California
Missile Command	69,739,020	Victor Ali, San Francisco, California
Monaco GP	9,999 +	Robert Paguette, Smithfield, RI
Monstar Bash	448,400	Bob Lynch, Kenosha, WI
Moon Cresta	152,100	Bill Awalin, Anchorage, Arkansas
Moon Patrol	1,214,600	Mark Bobichek, Mt. View, California
Moon Shuttle	30,870	Mike Perez, Kenosha, WI
Moon Wars	83,830	Tracy Miller, Kenosha, WI
Motorace USA	2,058,300	Lyle Holman, Ottumwa, IA
Mousetrap	61,366,060	Bill Bradham, Dublin, GA
Mr Do!	26,030,050	David Breckon, London, Ontario, Canada
Mr Do's Castle	679,720	Lee Taylor, Lancashire, UK
Ms Pac-Man	874,330	Chris Ayra, Victoira, British Columbia, CA
Munch Mobile	2,035,540	Ivan Luengas, N. Miami Beach, Florida
Mystic Marathon	4,000,000	Clay Bostick, Anchorage, AK
Nato Defense	1,113,000	Paul Barrette, Kenosha, WI
Naughty Boy	5,345,060	Kim French, Trail, British Columbia, CA
Nibbler	1,000,042,270	Tim McVey, Ottumwa, IA
Night Stocker	3,963,900	Donn Nauert, Los Angeles, California
N.Y. Captor	9,999,990	Robert Halbasch, Blytheville, AR
Omega Race	3,290,900	Thomas Gault, Duluth, MN
Out Run	52,897,690	Richard Jackson, Austin, Texas
Pack Rat	910,875	Jeff Peters, Anaheim, California
Pacland	4,150,400	Mark Mendes, London, UK
Pac Man	3,500,000	Christopher Burnes, Lancashire, UK
Pac Man Plus	3,213,900	Shannon Ryan, Upland, California
Paperboy	1,136,435	John P Britt, Del Amo, California
Pengo	1,011,370	Rodney Day, Canberra, Australia
Phoenix	987,620	Mark Gotfraink, N. Miami Beach, Florida
Pleiades	1,164,900	Patrick Orr, Charlotte, North Carolina
Polaris	791,800	Cyril Herridge, Grandhawk, Newfoundland, CA
Pole Position	67,260 (213.84 sec.)	Les Lagier, San Jose, California
Pole Position II	81,870 (Test)	Jeff Peters, Cucamonga, California
Pole Position II	78,900 (Fuji)	Lloyd Dahling, Anchorage, AK
Pole Position II	75,390 (Seaside)	Jeff Peters, Del Amo, California
Pole Position II	70,050 (Suzuka)	Kelly Weaverling, Anchorage, AK
Pon-Poko	133,940	Larry Young, Ottumwa, IA
Pooyan	1,609,250	Mark Kinter, Parkersburg, VA
Popeye	1,439,430	Orlando Acosia Diaz, Humaco, Puerto Rico
Pot of Gold	1,113,320	Eddie Leech, Lenox, IL
Power Drive	170,900	Tim Uyeda, Los Angeles, California
Professor Pac Man	999,990	Greg Gunter, Peoria, IL
Pulsar	68,350	Tracey Miller, Kenosha, WI
Punch-Out!!	15,999,990	RAC Carpana, New York
QB-3	175,380	Allan Jackson, Chicago, IL
Q*Bert	33,073,520	Rob Gerhardt, Lloydminster, Alberta, CA
Qix	1,666,604	Bill Camden, Lynchberg, VA
Qix II	676,185	Daniel Chilton, Pleasantville, New Jersey

VIDEO GAMES
TRACK & FIELD

Quantum	2,116,240	Edward Carpenter, Toronto, Ontario, CA
Radarscope	117,300	Todd Anderson, Ottumwa, IA
Radarzone	359,000	Tom Torrez, Antioch, California
Rally-X	167,870	Chris Ranalla, Parkersburg, WV
Reactor	10,156,922	Rob Heaney, Streamwood, IL
Red Alert	24,260	Steve Harris, Kansas City, MO
Red Baron	330,150	Richard Watson, Lakewood, California
Red Clash	64,100	Mark Hoff, Ottumwa, IA
Renegade	236,650	Todd Houston, Hermosa Beach, California
Rescue	606,235	Grant Kupfer, Edmonton, Alberta, CA
Return of the Jedi	2,250,310	Martin Deem, Portsmouth, UK
Rip Off	92,890 (Doubles)	Pete Sweeny/Ken Poter, Napa, California
River Patrol	1,245,000	Sean Looney, Mesa, Arizona
Road Runner	2,287,420	Mark Haber, New York
Robby Roto	518,250	Colin Hageney, Houston, Texas
Robotron	368,950,000	P. Coles, Cardiff, Wales, UK
Round Up	194,900	Chris Peterson, Kenosha, WI
Route 16	40,200	Phil Satterla, Havelock, NC
Rush 'n Attack	447,140	Dave Lopez, Casper, WY
Rygar	4,735,250	Keith Bradley, Lancashire, UK
Sarge	137,575	Dale Klaus, Houston, Texas
Satan's Hollow	25,326,225	Mike Ward, Madison, WI
Scramble	999,250	John Norman, Wrightsville Beach, NC
Section Z	3,200,500	L. Murphy, Essex, UK
Side Arms	1,812,800	Jeff Peters, Los Angeles, California
Sinistar	761,305	Chris Emery, Winnipeg, Manitoba, C
Slither	187,830	Michael Weber, Kenosha, WI
Snap Jack	58,080	Mark Cothran, Charlotte, NC
Solar Fox	1,763,700	Russell Palmer, Esterville, IA
Solar Quest	200,850	Tony Vandecar, Lamont, IL
Son Son	3,104,200	Jeff Peters, Cucamonga, California
Space Ace	770,866	Steve Joseph, Upland, California
Space Duel	623,720	David Plummer, Regina, Sas, C
Space Dungeon	10,505,915	Ron Lilly, Des Moines, IA
Space Fury	222,599	Loren Hawkinson, Hamilton, MT
Space Harrier	31,900,730	Mathew Preele, Kent, UK
Space Invaders	29,090	Sonny Shum, Victoria, British Columbia, CA
Space Invaders Deluxe	425,230	Matt Brass, Helena, MT
Space Odyssey	2,559,000	Curtis Gaskill, Havelock, NC
Space Panic	48,960	Kevin Clark, Columbus, Ohio
Space Tactics	3,285,800	Dan Salinas, Napa, California
Space Wars	19	Michael Mize, Havelock, NC
Space Zap	230,000	Mike Jones, Ottumwa, IA
Spectar	151,000	Scotty Williams, Wrightsville Beach, NC
Speed Buggy	148,000 (Off-Road)	Mark Haber, El Monte, California
Speed Buggy	151,870 (North)	Danny Carranza, Brea, California
Speed Buggy	177,480 (South)	Mark Foster, Brea,California
Speed Buggy	105,440 (East)	Tim Moreno, Virginia, Beach, VA
Speed Buggy	160,230 (West)	Mark Haber, Bronx, New York
Speed Rumbler	106,500	Donn Nauert, Austin, Texas
Spiders	1,535,000	Bill Millis, Willmington, NC
Sprint 2	158	Cindy Ingles, Ottumwa, IA
Spy Hunter	9,512,590	Paul Dean, Upland, California
Star Castle	7,842,950	David Palmer, Lakewood, California
Star Fire	9,780	Laura Curran, Havelock, NC
Star Gate	71,473,400	Roger Magnum, Durham, NC
Star Rider	535,960	David Palmer, Citrus Heights, California
Star Trek	100,067,500	Tim Collum, Dayton, Ohio
Star Wars	1,000,000,012	Flavio Roberts, Dave Roberts, Mike Ohren, Leeds, UK
Stocker	53,970	Cody Joens, Rochester, MS
Stompin'	1,013,250	Keith Donnelly, Ft. Lauderdale, Florida
Strategy X	53,999	Mark Peterson, Kenosha, WI
Sub-Roc 3-D	1,049,700	David Palmer, Citrus Heights, California
Super Basketball	1,394,930	Tim McGuire, Anchorage, AK
Super Cobra	198,470	Matt Brass, Helena, MT
Super Mario Bros.	3,055,800	Stephen Sparks, Austin, Texas
Super Missile Attack	86,315	Tim Shea, Smithfield, RI
Super Moon Cresta	38,210	Robby Jensen, Kenosha, WI
Super Pac-Man	855,940	Bill Deluca, Colonia, New Jersey
Super Punch-Out!!	182,580 (1st 5 Fights)	Sean Jensen, Anchorage, AK
Super Zaxxon	339,750	Greg McLeod, Halifax, Nova Scotia, C
Swimmer	92,430	Steve Harris, Kansas City, MO
Tac-Scan	100,524,200	Chris Rollestow, Durham, NC
Tail Gunner	14,200	Scott Monfils, Napa, California
Tazzmania	2,300,000	Gary Spencer, Isle of Wight, UK
Tapper	9,068,625	Mike Wark, Madison, WI
Targ	89,480	Paul Boisclair, Trail, British Columba, CA
Tempest	1,728,329	Hector Cruz Vazquez, Humacoa, Puerto Rico
Ten-Yard Fight	295,100	Mike Macy, Salina, KS
The End	47,080	Perry Rodgers, Napa, California
The Pit	162,500	James Adams, Abilene, Texas
Thief	9,456,120	Mike Ziara, Salisbury, MD
Three Stooges	2,850,000	Mark Haber, New York
Tiger Heli	1,350,640	Larry Barr, Shropshire, UK
Time Pilot	15,000,000	Jeff Peters, Upland, California
Time Pilot '84	463,300	Samantha Johanik, Des Moines, IA
Top Gunner	561,000	Rich Frost, Hermosa, CA
Track & Field	7,899,500	Nick Roberts, London, UK
Tron	12,883,638	Robert Booney, Kirkland, WA
Trojan	512,600	Danny Carranza, Westwood, CA
Tunnel Hunt	821,330	Chris Randall, Charlotte, NC
Turkey Shoot	2,358,550	Jeff Peters, Fullerton, California
Turtles	32,950	Rick Penick, Ottumwa, IA
Tutankham	1,736,140	Mark Robichek, San Jose, California
TX-1	289,000	G. Whittingham, Birmingham, UK
Uni-Wars	49,990	Ed Clifford, Palm Harbour, Florida
Up 'n Down	547,900	Sean Jensen, Anchorage, AK
Vanguard	317,330	Thomas Chaka, Wharton, Texas
Venture	325,020	Ed Kopp, McHenry, IL
Vertigo	595,028	Donn Nauert, Cedar Rapids, IA
Victory	999,999,999	Marshal Blythe, Wrightsville Beach, NC
Victory Road	1,321,020	Stan Cejka, Austin, Texas
Wacko	1,608,100	Steve Harris, Kansas City, MO
Warlords	627,250	Mike Ferguson, Napa, California
Wild Western	1,099,900	Richard Eldridge, Lloydminster, Alberta, CA
Wizard of Wor	1,215,000	Linda Capel, Sioux City, IA
Wizard of War	801,000 (Team)	D. Bauer/Mike McGee, McHenry, IL
Xevious	9,999,990	Don Morlan, Seattle, Washington
Zarzon	48,720	Steve Weirzbecki, Kenosha, WI
Zaxxon	3,839,550	Eric Burch, Waco, Texas
Zeke's Peak	792,650	London Piklor, McHenry, IL
Zoar	1,167,170	Eric Hanna, Madison, WI
Zoo Keeper	20,063,920	Jack Gale, Atlanta, GA
ZZYZZYXX	1,068,010	Kris MacLillivray, Trail, British Columbia